

NMAA Bylaw Adjustments Effective 2009-10 SY

Home School

10.5.2 Regulations for Home School Student Participation in Public School of Student's Residence Attendance Zone

- A. Student must be an official home school student registered with the Public Education Department.
- B. Home school students are eligible to participate in three athletic activities during a school year. (Pursuant to Laws of 2007, Chapter 365, Section 2) (updated 2009)**
- C. Student's bona fide residence must be within the attendance area of the public school.
- D. Scholastic eligibility (GPA, grades) must be verified by the public school's Athletic Director at the same time that all students are ruled eligible or ineligible for athletic participation. (See 6.2, NMAA Handbook)

Ejection Appeals

7.7.2D. Process of Appeals for Coach or Participant Ejections

- 1) Only incidents wherein a misapplication of rules has occurred are subject to appeal. Ejections which are a result of an official's judgment are not subject to appeal.
- 2) The NMAA office must receive a **complete** game film and a letter which specifies the purpose for the appeal prior to the next contest. This information can be generated by the head coach but the request for appeal must be approved and signed off on by the school's Principal and Athletic Director. The letter must contain the following information:
 - a. Game location, time, date and level of play.
 - b. Time in game at which ejection occurred.
 - c. Incidents leading up to the ejection.
 - d. Rule that was misapplied, including NFHS rulebook citation.

Disclaimer: Please note that the appeals process will not be in place during regular season tournaments due to timing issues. For example, if a participant is ejected in a tournament game on

Thursday and his/her team plays again on Friday, it would be extremely difficult for the investigative process to take place. However, if the ejection were to happen on the final day of a tournament (i.e., Saturday), it would be possible for a full review and investigation to take place.

- 3) Once the information is received from the school, the NMAA will conduct an investigation into the matter. The NMAA office will review the game film and letter from the school and will contact the officiating crew from the game to confer with them relative to the ejection.
- 4) If, after the NMAA completes the investigation, it is found that a rule is misapplied, the ejection will be overturned. The final decision to overturn an ejection rests with the NMAA Executive Director.

Schools reserve the right to submit game film to the NMAA office at any time for review by staff and by officiating evaluators. Officials are held accountable for their performance and the NMAA will review any film provided to the office and officials will be sanctioned accordingly, if found prudent through the investigative process.

Point of Origin for Officials Payment

5.2.3A. Mileage, Meal and Rider Fee Payments for All Contests

Officials' expenses for regular season and playoff games/matches in baseball, basketball, football, soccer, softball, volleyball, and wrestling:

(1) Reimbursement of an official's expenses (meal or per diem) based on one-way mileage intended to reach the site of a game/match/event is as follows:

51 miles to 150 miles=one meal @ \$10

Over 150 miles=two meals = \$15

(2) Per diem (where applicable) is \$75 per day providing the official spends the night.

(3) Mileage is paid (where applicable) at the rate of **\$.405** per mile round trip from the official's hometown

Note: (effective 7-1-09) EXCEPTION: If an official chooses to affiliate him/herself with a group from outside of his/her hometown where a local group exists, they will not be paid mileage from their

hometown. For example, if an official lives in Alamogordo, but chooses to officiate with the Las Cruces Association rather than the Alamogordo Association, he/she would NOT be paid mileage from Alamogordo to Las Cruces for the game because he/she has made the choice to officiate outside of his/her hometown where a local group exists.

(4) Only ONE driver will be paid for each contest. This will be paid to the official on the crew who travels the furthest. Issues with multiple drivers must be solved between the officials and the assignor prior to the game. For example, if a game in Carlsbad is being officiated by an official from Loving, and an official from Artesia, the mileage may be split between the two officials. It is the responsibility of the “crew chief” to notify the school of the split mileage or the officials can work out splitting the mileage on their own, which has been a practice for officials for quite some time.

(5) A rider fee of \$10 is paid to officials who are riding (non-drivers only) on trips of 51 miles or more.

Guidelines for Lightning Delays

Baseball

7.12.1G3 Suspended Game: If a game is terminated for any reason (weather, darkness, mechanical failures, etc.) and does not meet the requirements of a regulation game, it will then be treated as a suspended game. The game will be continued from the exact point of suspension with the line-up and batting order of each team the same as it was the moment of suspension.

- a. Suspended District Games -** All suspended district games must be completed as indicated above. The game should be completed at its original site, on a date agreed upon by both schools, if feasible. Should circumstances not allow for this (travel/expenses, scheduling conflicts), the following protocol should be followed:

If the two schools meet at a later date, the suspended game will be completed first as part of a doubleheader. This may cause the suspended game to be played at a different site than originally scheduled. However, the home team in the scorebook will be the same as it was originally.

- b. Suspended Non-District Games** - All suspended non-district games must be completed as indicated above using the same criteria as district games. However, if the two schools involved are more than 150 miles apart in distance, the game does not have to be completed unless both schools agree to do so.
- c. Continuation of Suspended Game** - In state tournament play, any suspended game shall be continued from the point of suspension at a later time. All state games must be played out to seven innings or more (unless the state adopted 10-run rule ends the game earlier).

Football

7.15.1J Lightning Delay Procedures- (Guideline for officials)

Due to the geographic makeup of New Mexico and the inability to reschedule contests, the following procedures will be put in place for lightning disturbances or other weather related issues

1. Use the NFHS Rulebook as a guide to implement lightning delay procedures.
2. Adhere to the 30 minute rule before resuming play, regardless of the point of interruption (first or second half.)
3. Communicate with host school administration, visitor administration (if present), and with head coaches of both teams as conditions or decisions change.
4. Attempt to finish contests, if at all possible, once lightning disturbances subside.
5. Contests can be delayed up to two hours using the 30 minute rule.
6. After a two hour delay, it is ultimately the responsibility of the game officials in communication with the host site administration as to whether to suspend the contest or extend the delay additionally.
7. Officials should contact the NMAA Director of Football or the Commissioner of Officials for clarification if needed.

Note: These procedures are for varsity contests only. Sub-varsity contests or Junior High contests are at the discretion of the game officials and host site administration.

Golf

7.16.1P. NMAA/USGA Weather Related Rules / Discontinuance of Play; Resumption of Play

a. When Permitted

The player must not discontinue play unless:

- (i) the Committee has suspended play;
- (ii) he believes there is danger from lightning;
- (iii) he is seeking a decision from the Committee on a doubtful or disputed point (see Rules 2-5 and 34-3); or
- (iv) there is some other good reason such as sudden illness.

b. Procedure When Play Suspended by Committee

When play is suspended by the Committee, if the players in a match or group are between the play of two holes, they must not resume play until the Committee has ordered a resumption of play. If they have started play of a hole, they must discontinue play immediately or continue play of the hole, provided they do so without delay. If the players choose to continue play of the hole, they are permitted to discontinue play before completing it. In any case, play must be discontinued after the hole is completed.

The players must resume play when the Committee has ordered a resumption of play.

c. Course Unplayable

If the Committee or its authorized representative considers that for any reason the course is not in a playable condition or that there are circumstances that render the proper playing of the game impossible, it may, in match play or stroke play, order a temporary suspension of play or, in stroke play, declare play null and void and cancel all scores for the round in question. When a round is canceled, all penalties incurred in that round are canceled.

Soccer

7.17.1E. Inclement Weather - If less than one half of the game has been played, the game will be replayed from the point of interruption. The head referee should note who had possession of the ball, on what particular part of the field.

Lightning Delay Procedures- (Guideline for officials) Due to the geographic makeup of New Mexico and the inability to reschedule contests, the following procedures will be put in place for lightning disturbances or other weather related issues

1. Use the NFHS Rulebook as a guide to implement lightning delay procedures.

NFHS Soccer Rule 5-3 Article 2) *The head referee shall: have authority to suspend play or terminate the game whenever the elements, spectators or other cause require.*

2. Adhere to the 30 minute rule before resuming play, regardless of the point of

interruption (first or second half.)

3. Communicate with host school administration, visitor administration (if present), and

with head coaches of both teams as conditions or decisions change.

4. Attempt to finish contests, if at all possible, once lightning disturbances subside.

5. Contests can be delayed up to two hours using the 30 minute rule.

6. After a two hour delay, it is ultimately the responsibility of the game officials in

communication with the host site administration as to whether to suspend the contest

or extend the delay additionally.

7. Officials should contact the NMAA Director of Soccer or the Commissioner of

Officials for clarification if needed.

Note: These procedures are for varsity contests only. Sub-varsity contests or Junior High contests are at the discretion of the game officials and host site administration.

Softball

7.18.1E. Game Ending Procedures Adopted by the NMAA

1. National Federation Softball Rule 4-2-2 (Regulation Game): If a game ends because of weather conditions, or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game provided:

a. Five full innings have been played; or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat than the visiting team has scored in five turns; or,

Tennis

7.20.1H NMAA Interrupted Tennis Game Procedures as per USTA Emergency Care Guidelines.

Thunderstorms and Lightning- Lightning is a potential severe hazard and life threatening consequences of an approaching storm near outdoor tennis matches, and tournaments should be prepared for immediate cessation of all matches or warm up in the event of lightning. In essence, if lightning is sighted, all activity should stop and everyone should seek appropriate shelter. A 30-30 rule may be used, which is as follows:

A.If lightning is sighted and thunder then occurs in 30 seconds or less, everyone on site should be instructed to seek appropriate shelter. Dividing the number of seconds between lightning and thunder by 5 gives the distance of lightning in miles. (For example, a flash to bang count of 30 seconds means a distance of 6 miles.)

B. Activity should not resume until a minimum of 30 minutes has elapsed since the last lightning strike was seen. Once a lightning hazard has been identified, everyone on site should seek appropriate shelter. The primary choice is any substantial, frequently inhabited building with working electricity, telephones and plumbing. While inside, one should avoid using electrical devices or telephones and plumbing. While inside, one should avoid using electrical devices or telephones attached to cords, and plumbing, e.g., showers, should not be used. If such a building is not available, the next safest location is a fully enclosed vehicle with a metal roof and closed windows. Do not touch the metal framework while inside the vehicle.

The following locations should be avoided:

- Open fields
- Proximity to water
- Trees, flag poles, or light poles.

If anyone has been struck by lightning, emergency medical services should be activated immediately. If possible, the injured person should be moved to a safer location.

State Championship Format Adjustments

The following sports state tournament formats have been adjusted in an effort to reduce costs both for member schools and the NMAA.

1. Elimination of Pool Play at the State Volleyball Tournament
2. Elimination of Pool Play at the State Soccer Tournament
3. Elimination of two out of three format in the State Baseball Tournament first round.
4. Elimination of double elimination format in Softball.
5. Reducing tennis to one week versus two weeks thus combining the team and individual championships into one week.

Note: To take effect during the 2009-10 school year.

Tiebreaking Procedures for Baseball, Basketball, Football, Soccer, and Softball

Baseball

7.12.4 District Tie-breaker procedures

(to be used by ALL districts within the sport of baseball)

- A. A school must play each member of the district to be eligible for the championship.
- B. District placement is determined by district play record
- C. District Tiebreakers – Two Teams
 1. In case of a tie in district record, the team with the better head to head record in district play will have earned higher placement.
 2. If the two tied teams have the same head to head record in district play, a run differential from the district games between the tied teams will be used to determine placement. 10 runs will be the maximum allowed for any one game. Each team involved uses either a plus or minus run differential; if a team wins by 7, they are credited +7; the other team has a deficit of -7 in the calculation.
 3. If the two teams are still tied, a run differential from ALL district games will be used to determine placement. 10 runs will be the maximum allowed for any one game.
 4. If the two teams are still tied, a coin toss will determine placement.
 5. This process, including the coin toss, is administered by the NMAA staff. The official declaration of results is the responsibility of the Association staff.

D. District Tiebreakers – More Than Two Teams

1. In case of a tie in district record, the team with the better head to head record in district play between the tied teams will have earned higher placement.
2. If the tied teams have the same head to head record in district play, a run differential will be used based on all of the head to head district games between the tied teams. 10 runs will be the maximum allowed for any one game.
3. If all teams are still tied, a run differential from ALL district games will be used to determine placement. 10 runs will be the maximum allowed for any one game.
4. If the teams are still tied, a coin toss will determine placement.
5. This process, including the coin toss, is administered by the NMAA staff. The official declaration of results is the responsibility of the Association staff

*****NOTE:** *If any step in this process leads to the placement of a team or teams, but still leaves two teams in a tie, the tiebreaker system from Section C will be used as it will revert back to the two team tiebreaker procedure.*

Example A:

Team A and Team B are tied at the end of the season with a 2-2 record. Team A defeated Team B by a score of 5-2 and 3-1; therefore, Team A has earned the higher placement.

Example B:

Team A and Team B are tied at the end of the season with a 2-2 record. Team A defeated Team B by a score of 4-1 and Team B defeated Team A by a score of 3-2. Team A would have +3 and -1 run differential, totaling +2, while Team B would have -3 and +1 run differential, totaling -2. Therefore, Team A has earned the higher placement.

Example C:

Teams A, B and C are all tied with a 2-2 record. The results of the district games are as follows:

Team A (4) vs. Team B (2)

Team A (2) vs. Team C (3)

Team B (5) vs. Team C (1)

Results: Team A +1, Team B +2, Team C -3

Therefore, Team B has earned the highest placement, with Team A receiving the second highest placement and Team C finishing last.

Example D:

Teams A, B and C are all tied with a 2-2 record. The results of the district games are as follows:

Team A (4) vs. Team B (2)

Team A (2) vs. Team C (3)

Team B (4) vs. Team C (1)

Results: Team A +1, Team B +1, Team C -2

Therefore, Team C is placed in 3rd place with the worst run differential. Teams A and B are still tied, however, and thus the two team tie breaker system will now be used. In

head to head competition between Team A and B, Team A was 1-0 and has earned higher placement and 1st Place. Team B is placed in 2nd.

Basketball

17.13.4E District Tie- Breaking Procedures to Determine Placement

District Placement Tiebreaker (to be used by ALL districts within the sport of basketball)

- A. A school must play each member of the district an equal number of times to be eligible for the championship.
- B. District placement is determined by district play record.
- C. If two teams are tied for 1st place there will be an automatic playoff game to determine the #1 and #2 seeds. This game will be played at neutral site as determined by the NMAA Executive Director.
- D. In the event that more than two teams are tied for 1st place, placement is determined using the following procedures:
 1. The team with the better head to head record in district play between the tied teams will have earned higher placement.

EXAMPLE Mayfield, Las Cruces High and Onate complete the district season with identical 6-2 records. Head to head, Mayfield is 3-1, Las Cruces High is 3-1 and Onate is 2-2. Las Cruces High and Mayfield will then play to determine the one and two seed. .

If more than two teams are still tied, a point differential of +10 and -10 of the district games between the tied teams will be used to determine placement. The top two teams will then have a playoff game to determine the #1 and #2 seeds.

EXAMPLE Mayfield, Las Cruces High and Onate complete the district season with identical 6-2 records. Head to head, Mayfield is 2-2, Las Cruces High is 2-2 and Onate is 2-2.

<i>Mayfield 72 LasCruces 70</i>	<i>Mayfield +2, Las Cruces -2</i>
<i>Mayfield 90 Onate 78</i>	<i>Mayfield +10, Onate -10</i>
<i>Las Cruces 84 Mayfield 78</i>	<i>Las Cruces +6, Mayfield -6</i>
<i>Las Cruces 90 Onate 86</i>	<i>Las Cruces +4, Onate -4</i>
<i>Onate 60 Mayfield 50</i>	<i>Onate +10, Mayfield -10</i>

Ocate 100 Las Cruces 70 Ocate +10, Las Cruces -10

Totals Mayfield +2, +10, -6, -10 = -4,

Las Cruces High +6, +4, -2, -10 = -2

Ocate +10, +10, -10, -4 = +6

Ocate and Las Cruces High advance to a playoff game.

2. If a tie of more than two teams still exists, a point differential of +10 and -10 of all district games will be used to determine placement. The top two teams will then have a playoff game to determine the #1 and #2 seeds.

Note: Same format as D-1 Example 2 using games played against all district teams.

3. If more than two teams are still tied, a coin flip will be used to determine placement. The NMAA Executive Director or designee in conjunction with the tied schools will conduct the flip. Three coins will be tossed with the odd team receiving 3rd place and the remaining two teams having a playoff game to determine the #1 and #2 seeds.

E. Ties for second place or lower

1. The same procedures as outlined above shall be utilized, except a playoff game shall not be included in the process.

Football

District Tie-breaking Procedures to be used by all Districts within the Sport of Football

7.15.5 District Information

- A.** A school must play each member of the district to be eligible for the championship.
- B.** District placement is determined by district games won divided by games played (carried to three decimal places).

Games Won

Games Played= % (carry to 3 decimal places)

- C. In case of a tie in percentage for placement within the district, the team that defeated the other in regular district play will have earned the higher placement.
- D. In the event that more than two teams tie, placement is determined by a point spread system during the season as follows:
 - 1. Compare the results of head to head competition: If one team has defeated the other two, that team has earned a higher placement.
 - 2. Placement shall be determined by a point spread of the teams tied, with 13 points being the maximum allowed for any one game. Each team involved uses either a plus or a minus spread; if a team wins by 10, they are credited (+10); the other team has a deficit (-10) in the calculation.
 - 3. If two teams tie on the point spread of the tied teams, the team which defeated the other team in regular district play has earned the higher placement.
 - 4. If all teams tie in the point spread of the tied teams, the point spread on all district games shall be used with 13 points being the maximum allowed for any one game.
 - 5. If two teams tie in the point spread of the tied teams, the team which defeated the other team in regular district play has earned the higher placement.
 - 6. If all teams are still tied, a coin toss determines placement.
 - 7. This process, including the coin toss, is administered by the NMAA staff. The official declaration of results is the responsibility of the Association staff.

NOTE: Ties are broken utilizing the National Federation tie-breaker procedure in all non-district as well as district contests/games held in New Mexico.

Soccer

Tie-breaking procedures to be used by all Districts within the sport of Soccer

7.17.1K District Tie-Breaking Procedures to Determine Placement

In the event that two or more teams tie during regular season district play, placement is determined by a goal differential system

during the season as follows:

1. Compare the results of head to head competition: If one team has defeated the other(s), that team has earned a higher placement.
2. Placement shall be determined by a goal differential of the teams tied based on district games, with 5 points being the maximum allowed for any one game. Each team involved uses either a plus or a minus goal differential; if a team wins by 5, they are credited (+5); the other team has a deficit (-5) in the calculation.
3. If two or more teams tie on the goal differential of the tied teams, the team which defeated the other(s) team in regular district play has earned the higher placement.
4. If all teams tie in the goal differential of the tied teams, the goal differential on all district games shall be used with 5 points being the maximum allowed for any one game.
5. If two or more teams tie in the goal differential of the tied teams, on all district games, the team which defeated the other(s) team in regular district play has earned the higher placement.
6. If all teams tie in the goal differential on all district games, the least number of goals allowed in district play shall be used. The team which has allowed the least number of goals has earned the higher placement.
7. If all teams are still tied, a coin toss determines placement.
8. This process, including the coin toss, is administered by the NMAA staff. The official declaration of results is the responsibility of the Association staff.

Example A:

Team A and Team B are tied at the end of the season with a 2-2 record. Team A defeated Team B by a score of 5-2 and 3-1; therefore, Team A has earned the higher placement.

Example B:

Team A and Team B are tied at the end of the season with a 2-2 record. Team A defeated Team B by a score of 4-1 and Team B defeated Team A by a score of 3-2. Team A would have +3 and -1 goal differential, totaling +2, while Team B would have -3 and +1 goal differential, totaling -2. Therefore, Team A has earned the higher placement.

Example C:

Teams A, B and C are all tied with a 2-2 record. The results of the district games are as follows:

Team A (4) vs. Team B (2)

Team A (2) vs. Team C (3)

Team B (5) vs. Team C (1)

Results: Team A +1, Team B +2, Team C -3

Therefore, Team B has earned the highest placement, with Team A receiving the second highest placement and Team C finishing last.

Softball

7.18.4.1 District Tie-breaking procedures to Determine Placement

District Placement Tiebreaker (to be used by ALL districts within the sport of softball)

1. TWO TEAM TIEBREAKER:

- a. In case of a tie in district record, the team with the better head to head record in district play will have earned a higher placement.
- b. If the two tied teams are still tied, the least runs given up in the games between the tied teams will determine higher placement.
- c. If the two tied teams then have the same total runs given up, a run differential of +10 or -10 will be used between the games of the tied teams.
- d. If the two teams are still tied, a coin toss determines placement.

2. MORE THAN TWO TEAM TIEBREAKER:

- a. In case of a tie in district record, the team with the better head to head record in district play between the tied teams will have earned higher placement.
- b. If the tied teams are still tied, the least runs given up in the games between the tied teams will determine the higher placement.
- c. If still tied, a run differential of +10 or -10 will be used in the games between the tied teams.
- d. If the teams are still tied, a coin toss determines placement.

*****NOTE:** This process, including the coin toss, is administered by the NMAA staff. The official declaration of results is the responsibility of the Association staff.

EXAMPLE 1

Rio Rancho	4-2	(2 wins vs. Cibola, 1 win vs. Gallup, 1 win vs. West Mesa)
Cibola	4-2	(2 wins vs. Gallup, 2 wins vs. West Mesa)
Gallup	2-4	(1 win vs. Rio Rancho, 1 win vs. West Mesa: 8-5 score)
West Mesa	2-4	(1 win vs. Rio Rancho, 1 win vs. Gallup: 10-7 score)

Final District Placement is as follows:

1. Rio Rancho
2. Cibola
3. Gallup
4. West Mesa

Rio Rancho earns placement over Cibola due to head to head record of 2-0
Gallup earns placement over West Mesa due to least runs given up 7 vs. 5

EXAMPLE 2

Rio Rancho	4-2	(1 win vs. Cibola: 8-3 score, 2 wins West Mesa, 1 win vs. Gallup)
Cibola	4-2	(1 win vs. Rio Rancho: 9-7 score, 1 win vs. Gallup, 2 wins vs. West Mesa)
Gallup	3-3	(2 wins vs. West Mesa, 1 win vs. Cibola)
West Mesa	1-5	(1 win vs. Rio Rancho)

Final District Placement is as follows:

1. Rio Rancho
2. Cibola
3. Gallup
4. West Mesa

Rio Rancho earns placement over Cibola due to least runs given up 3 vs. 7 (if least runs given up were tied, then run differential Rio Rancho +5 and -2 = +3 and Cibola +2 and -5 = -3), Gallup earns 3rd due to better district record than West Mesa.

Volleyball

7.22.4E. District Tie-Breaking Procedures to Determine Placement

District Placement Tiebreaker to be used by ALL districts within the sport of volleyball

A. A school must play each member of the district an equal number of times to be eligible for the championship.

B. District placement is determined by district play record.

C. If two teams are tied for 1st place there will be an automatic playoff game to determine the #1 and 2 seeds. This game will be played at a neutral site as determined by the NMAA Executive Director.

D. In the event that more than two teams are tied, placement is determined using the following procedures:

1. The team with the better head to head record in district play between the tied teams will have earned higher placement.

2. If more than two teams are still tied, then the head to head games within the district matches between the tied teams will be used to determine placement (i.e, 3-0, 3-1, 3-2). The top two teams will then have a playoff game to determine the #1 and 2 seeds.

3. If a tie of more than two teams still exists, then the head to head points within the district matches between the tied teams will be used to determine placement (i.e., 25-20, 20-25, 25-17, 18-25, 15-13). The top two teams will then have a playoff game to determine the #1 and #2 seeds.

4. If more than two teams are still tied, then the difference in points scored vs. points given up during the head to head district matches between the tied teams will be used to determine placement (i.e 25-20, would be + 5, 16-25 would be - 9). The top two teams will then have a playoff game to determine the #1 and #2 seeds.

5. If a tie of more than two teams still exists, a coin flip will be used to determine placement. The NMAA Executive Director or designee in conjunction with the tied schools will conduct the flip. Three coins will be tossed with the odd team receiving 3rd place and the remaining two teams having a playoff game to determine the #1 and #2 seeds.

E. Ties for second place or lower

1. The same procedures as outlined above shall be utilized, except a playoff game shall not be included in the process.